

# SAMUEL D. BEATTY

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Seeking a job opportunity in the capacity of:

## GAME DESIGNER | WEB DESIGNER

### PROGRAMMING:

AI, C++, C#, Java, JavaScript

### TECHNICAL SKILLS:

Game Engine Scripting | Graphic Design  
Game Physics Programming  
AI Programming | Game Story  
Web-Based Game Design  
Website Design | QA Testing  
Quest Writing | Level Design

### KEY CHARACTERISTICS & QUALIFICATIONS:

Enthusiastic & Highly Motivated  
Innovative and Imaginative Thinker  
Articulate Communication Skills  
Time Management | Problem Solving  
Passionate Approach to Learning  
Team Player | Independent Worker  
Strong Analytical & Adaptability Skills  
Hard Work Ethic | Dedicated  
Intermediate Proficiency with Spanish Language

### SOFTWARE EXPERTISE:

Windows 7 – 10  
Microsoft Visual Studio  
Unity Game Engine  
Microsoft Office Suite  
Adobe Photoshop & Illustrator  
HTML Programming Engines  
Hansoft  
Adobe InDesign  
Maya 2016

## EDUCATION

**Bachelor of Arts in Game Design**, Columbia College Chicago, Chicago, IL | Expected Completion **May 2017** | 138 Credits, 3.4 GPA  
Game Development Concentration with Web Development Minor

Notable Coursework: *Game Design II, Object Oriented Programming, Indie Team Game Project, Advanced Game Engine Scripting*

**Spanish Immersion Program**, LIVIT Spanish Immersion Center, Puebla, Mexico | On-Site Summer 2015, Winter Break 2015/16, Summer 2016

## RELEVANT EXPERIENCE

**CONFERENCE ASSOCIATE** | February 26, 2017 - March 3, 2017

GDC 2017 San Francisco, California

*Game Designer Conference where I worked with other past, present, and future designers to help give a great conference experience to the attendees.*

- ◆ Communicated with other professionals from other companies and gained new contacts and new experiences of talking with potential employers.
- ◆ Used teamwork to work with the other CAs to create the best experience for the attendees.

**WEB & SOCIAL MEDIA ASSISTANT** | September 2016 - February 2017

Mark B Weiss Real Estate Chicago, Illinois

*A real estate company with more than 28 years of Marketing and Management of Real Property.*

- ◆ Manage and build websites for real estate company.
- ◆ Maintain social media outlets for company.

**SPANISH DIGITAL DESIGN INTERNSHIP** | Summer 2016

Reflex Corporación Puebla, Mexico

*A company with more than 30 years developing the most advanced technology in awards, plaques, letters 3, printing, cutting and more.*

- ◆ Communicated entirely in Spanish while collaborating with coworkers on web page building.
- ◆ Took product photos to be used on a future website to increase product sales; edited photos in Adobe Photoshop.

**QA TESTING LIAISON** | January 2016 – May 2016 (End of Project)

Columbia College Chicago Chicago, Illinois

*Serve as liaison for student team creating their Capstone Project.*

- ◆ Competently perform testing, as well as lead volunteers in periodic testing sessions, to discover bugs and glitches within a group's Capstone game project, "Wicked Canon", currently in development.
- ◆ Interact effectively with Team QA Lead while providing weekly reporting of issues and/or resolution verification; in addition, responsibly handle logistics of organizing volunteer testers, making room reservations, and preparing computers and controllers.

**EVENT PARTICIPANT** | 2015

Global Game Jam, Chicago Team @PETAL et al.

*The world's largest game creation event that stimulates collaboration, not competition; invites people to explore new technology tools, try on new roles in development, and test their skills to do something that requires them to design, develop, create, test, and make a new game in the time span of 48 hours.*

- ◆ Two Rats, One Cage – Using web standard platforms (HTML5, Java, JavaScript, Flash), a player simultaneously controls multiple characters with the same input and must coordinate the characters efforts and find a way for them to escape safely.

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## PROJECTS

### **The Rose of Wrath** | Game Design 2 Project (Unity, C#)

- ◆ This was a team project that brought together both advanced and basic scripting and game design elements. We designed a full game design document for the game and even did some of our own voice acting and music. We were able to make a playable demo of the game in the end that we were all happy with and we might one day pick the game back up to continue to work on it.

### **Lizard Lex 2D Top Down** | Advanced Game Engine Scripting Project (Unity, C#)

- ◆ This was a solo project that used a 2D Top Down perspective and step based movement. It had built-in 2D sounds and animations. The characters were 2D sprites that were made in Adobe Photoshop. The camera was scripted to follow the character when he moved to a different room in the game.

### **CHANGE AS YOU WILL** | Authoring Interactive Media Project (Construct 2, Java, HTML Web Design)

- ◆ Paired a basic game building engine with web design functions in order to create a finished product that was more effective and interactive than each separately, generating an overall interesting experience.

## EMPLOYMENT & EXTRACURRICULAR ACTIVITIES

<b>Alumnus</b>	Triangle Fraternity – University of Kansas	Current Member
<b>Alpha Lab Member</b>	Columbia College Chicago, IL	September 2013 - February 2016
<b>Convention Volunteer</b>	OmegaCon 2016 Charlottesville, VA	August 2016
<b>Program Volunteer</b>	Love Topeka! Outreach Topeka, KS	Summer/Winter Breaks 2013, 2014, 2016
<b>Warehouse &amp; Shipping Associate</b>	Burlington Coat Factory Topeka, KS	May 2013 - September 2013
<b>Bag &amp; Cashier Associate</b>	Dillon's Grocery Store Topeka, KS	May 2012 - September 2012

## GAMING INTERESTS

Sly Cooper Series | Super Smash Bros. Melee | Tales of Series | League of Legends | Overwatch  
Devil May Cry Series | LEGO Video Game Series | Bloodborne | Yu-Gi-Oh Trading Card Game